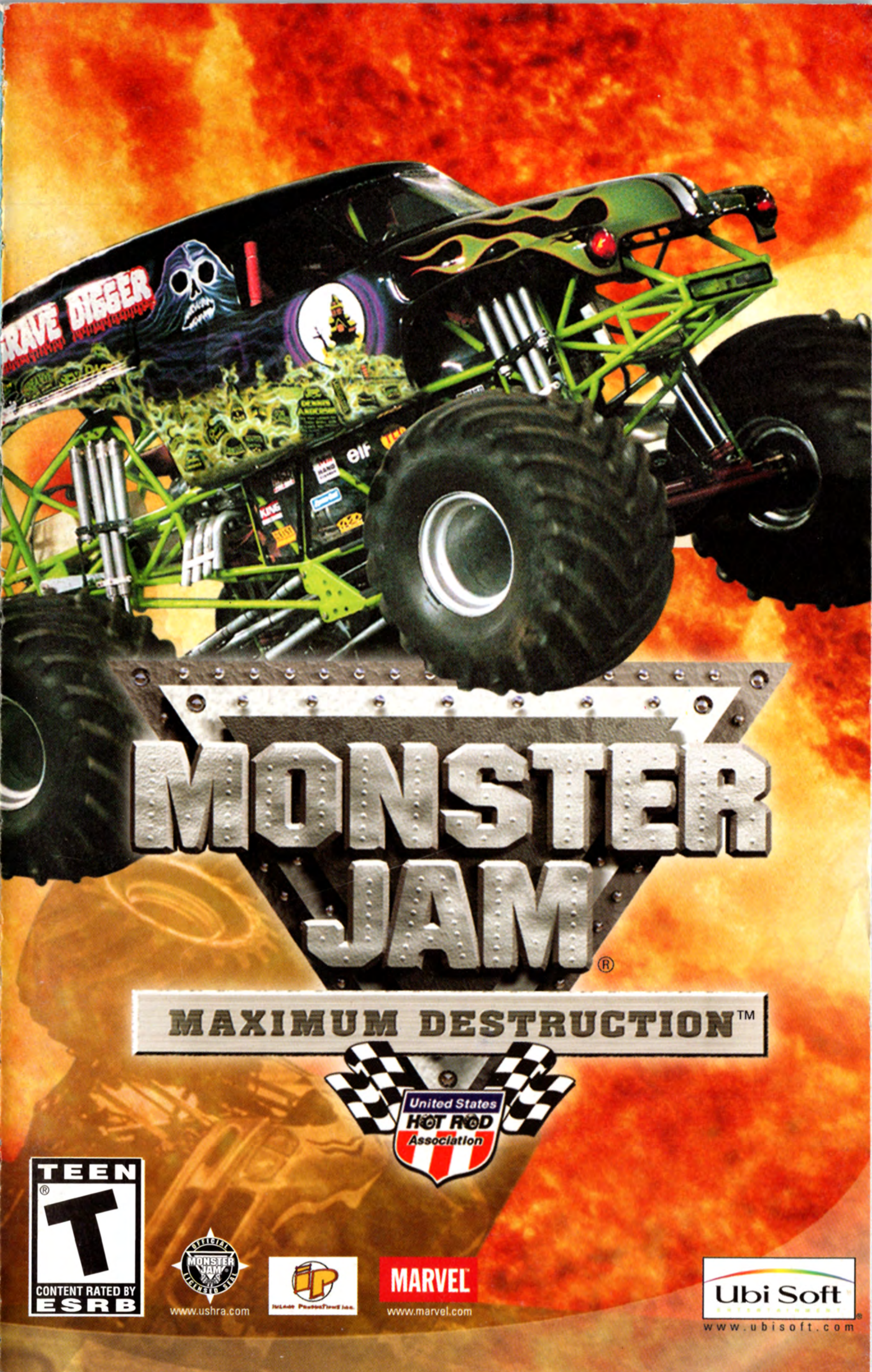
GRAVE DIGGER
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MONSTER JAM
MAXIMUM DESTRUCTION™
United States HOT ROD Association
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CONTENT RATED BY ESRB
OFFICIAL MONSTER JAM LICENSED SEAL
www.ushra.com
MARVEL
www.marvel.com
Ubi Soft
www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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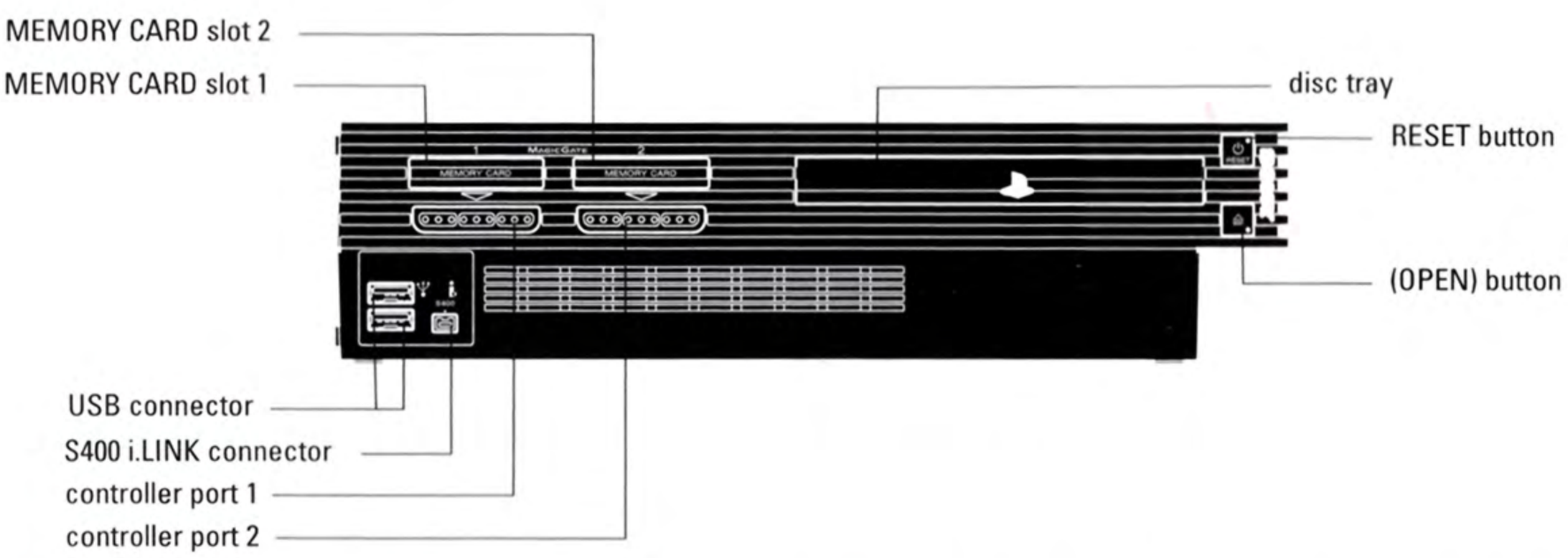
1.0 SETTING UP

Thank you for purchasing Ubi Soft's Monster Jam®: Maximum Destruction™. Before playing, please read this manual carefully to ensure correct use.

PlayStation®2 computer entertainment system

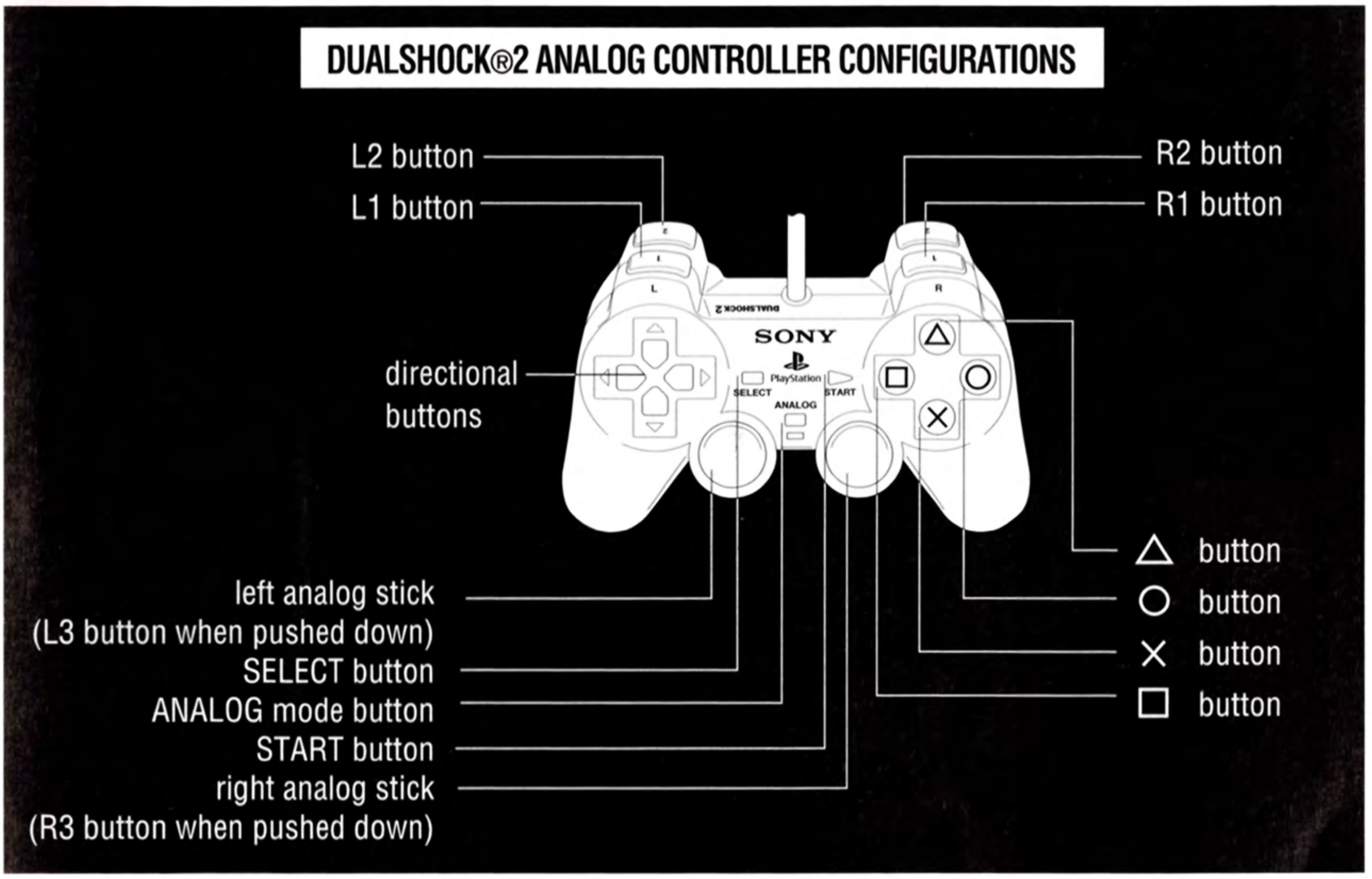


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Monster Jam: Maximum Destruction disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Monster Jam: Maximum Destruction supports the DUALSHOCK®2 analog controller and the Memory Card (8MB) (for PlayStation®2) if you wish to save your progress.

Monster Jam: Maximum Destruction supports the DUALSHOCK®2 analog controller and the DUALSHOCK® analog controller.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



2.0 INTRODUCTION

It just doesn't matter...
Whether they're soaring through the air...
Laying waste to anything in their path...
Or just creating mayhem...
There is no doubt that Monster Trucks are the biggest muscle machines on the planet!

Absolutely nothing stands in the way of these four-wheeling daredevils. Cars, tractor-trailers, mobile homes, school buses, and even other Monster Trucks are reduced to scrap metal when these five-ton beasts are unleashed! Don't let their incredible paint jobs and sparkling chrome fool you—the Monster Trucks of Monster Jam were built for only one thing: Maximum Destruction!

3.0 CONTROLS

The following describes the default controller layout for Monster Jam: Maximum Destruction.

△ button	Reverse
○ button	Skid/Slide
× button	Accelerate
□ button	Brake

Down Directional button	Wheelie
Up Directional button	Prime Jump
Left Directional button	Steering
Right Directional button	Steering
Left analog stick	Steering
L1 button	Look Behind
R1 button	Fire
L2 button	Look Left
R2 button	Look Right

Monster Jam: Maximum Destruction also comes with two other controller layout options:

4.0 MAIN MENU

4.1 PLAY MODES

Monster Jam: Maximum Destruction is about demolition derby-style combat using the enormous power of Monster Trucks. There are three (3) different Play Mode options that you can choose from:

EXHIBITION – Compete against other Monster Trucks in a single match. Multiplayer is also available in this mode.

SEASON – Test your skills in a series of Exhibition matches that make up a Season competition.

MINI-GAME – If you want a change of pace, try one of these small games that involves racing or even more challenging combat. Multiplayer is also available in this mode.

4.2 DIFFICULTY LEVELS

There are four difficulty levels in Monster Jam: Maximum Destruction to provide the widest possible range of play.

EASY – A good way to start and get a feel for the game without the action becoming too difficult. In this mode, there are fewer opposing trucks, they do less damage, and you have more time during timed events.

NORMAL – This is the average level of difficulty. It offers balanced play for the majority of players.

HARD – This is the mode for more experienced players who are looking for a greater challenge. Here there are more trucks and they do more damage than in Normal mode. You also have less time in timed events.

EXTREME – Only for those truly dedicated and highly skilled players seeking the most intense Monster Truck action! Here you face the highest potential number of opposing trucks, which have the capability of doing the most damage to your truck. You also have the least amount of time in timed events.

4.3 OPTIONS MENU

SOUND – Allows you to adjust the volume level of either the background music or the sound effects.

LOAD/SAVE – Allows you to save the current settings of the game to the memory card or to load previously saved game data from the memory card.

CONTROLLER PORT 1 – Choose from one of the three (3) layout options for the controller port 1.

CONTROLLER PORT 2 – Choose from one of the three (3) layout options for the controller port 2.

CREDITS – Select this option to see who is responsible for making Monster Jam: Maximum Destruction.

Note that Monster Jam: Maximum Destruction only supports MEMORY CARD slot 1.

5.0 GAME STYLES

In both EXHIBITION and SEASON Play Modes, Monster Jam: Maximum Destruction offers three (3) different play style options to choose from:

DEATH MATCH – The ultimate in combat and destruction; play continues until either your Monster Truck is the "Last Man Standing" or until your vehicle is destroyed.

CASH GRAB – Instead of seeking to destroy all the other Monster Trucks, the goal of this play style is to acquire as many of the Monster Jam: Maximum Destruction Cash Power-Ups (see the Power-Ups section) within the time allotted.

POINTS – This is the simplest of the play styles available. The goal here is to earn enough points ($) by destroying as much of the selected game world as possible. Naturally, destroying other Monster Trucks gives you the biggest reward. You can also gain points simply by running over smaller vehicles, smashing objects, and just being generally destructive, or by collecting the Cash Power-Ups available.

NOTE – If you selected the SEASON Play Mode, you can load a previously saved SEASON Game from your memory card at this menu screen.

6.0 PLAYER SETUP (MULTIPLAYER)

Monster Jam: Maximum Destruction supports two players for multiplayer action. You can play multiplayer EXHIBITION games or MINI-GAMES (the only exception to this is the Stadium Freestyle Mini-Game). The SEASON Play Mode is strictly a single-player game mode.

TRUCK SELECT
Courtesy of Clear Channel Entertainment, Monster Jam: Maximum Destruction provides an incredible twenty six (26) different licensed Monster Trucks to choose from – each with its own style and statistics.

6.1 MONSTER JAM LICENSED TRUCKS

- Airborne Ranger™
- American Guardian™
- Avenger™
- Blacksmith™
- Blue Thunder™
- Bulldozer®
- Bustin' Loose®
- Destroyer™
- El Toro Loco™
- Eradicator™
- Goldberg
- Grave Digger®
- Gunslinger™
- King Krunch®
- Madusa®
- Mountaineer™
- Predator™
- Prowler™
- Reptoid™
- Spider-Man™
- Sting
- Sudden Impact™
- Survivor®
- Thrasher™
- Wild Thang™
- Wolverine™

6.2 TRUCK STATISTICS

Each truck is slightly different – not only in looks, but also in four different statistical categories. Each of these statistics is of great value at one point or another during gameplay. These categories are:

- Horsepower – How much the truck can accelerate
- Acceleration – How fast the truck can reach its top speed
- Cornering – How fast and easily the truck can make turns
- Traction – How difficult is it to change directions and come to a stop

So, when you select a truck, keep in mind how its special values match up with your preferred style of play. Once you master a particular style, experiment with different Monster Jam trucks for a whole new experience.

6.3 TRUCK VIEWER

Instead of just selecting a truck and going directly into the game, you have the option at the Truck Select Screen to preview your chosen Monster Truck. Selecting the TRUCK VIEWER feature takes you to a small arena filled with bumps and other obstacles so that you can drive your truck around and check out its physics, suspension, and size. If you decide that you don't like the truck you've just viewed, you can continue scrolling through the Truck Select Screen until finding one that suits you. Keep in mind that before selecting another truck, you need to exit the Truck Viewer feature.

6.4 CHAMP TRUCKS

In addition, there is a special "Champion" version of each of these trucks which features gold trim on its suspension and rims, as well as a gold Monster Jam plaque on the front, and a checkered flag. Also, the Champion version of any truck in Monster Jam: Maximum Destruction features better statistics than the normal (non-Champ) version. These Champion trucks can only be used after they have been unlocked during SEASON gameplay.

6.5 HIDDEN TRUCKS

Finally, there are ten (10) Hidden Monster Trucks in Monster Jam: Maximum Destruction, including the Grave Digger Original (1983-85) Monster Truck, as well as others not included elsewhere. Like the Champ trucks, these special Hidden trucks must be unlocked through SEASON play. They also have the best statistics of any trucks in the entire game.

NOTE – Including all of the Licensed, Champ, and Hidden Monster Trucks, there are a mind-numbing total of 62 trucks available in Monster Jam: Maximum Destruction.

7.0 WORLD SELECT

Monster Jam: Maximum Destruction provides eight (8) main world levels in which to engage in Monster Truck mayhem. While each of these worlds has its own theme and style, they do have some similarities. All eight have a Main Arena area where gameplay starts. But each of these levels also features three Sub-Areas that can be reached from the Main Arena (usually by smashing through a break-away door). These Sub-Areas not only feature additional places to engage in combat, but also hide additional Power-Ups and breakable objects. In EXHIBITION play, you choose one of these worlds in which to compete. In SEASON play, however, these worlds are selected by the game. But don't worry...since that Play Mode is like a series of EXHIBITION games, you will get to see all eight of the game worlds in turn.

7.1 WORLD THEMES

- Jungle Temple – Discover the joys of smashing your opponents in a hidden lair.
- Rome – Welcome to the colosseum. We who are about to crush metal salute you!
- Hollywood – Lights! Camera! Monster Truck Action!
- The Junkyard – Decide who gets wins, and who gets left behind as scrap.
- Big Apple – New York plays host to a different type of Monster Truck event.
- Snow Village – Winter sports meets Heavy Metal.
- Military Base – Crush your opponents and military hardware at the same time.
- Vegas Strip – It's a sure bet that there will be demolition action down on the Strip.

8.0 INTO THE GAME

Once a level has been loaded, your Monster Jam: Maximum Destruction experience is ready to begin! As soon as the announcer has counted off "3-2-1-GO!" you can set off to find your opponents and smash into them, crush them under your tires, or find a weapon and destroy them under a hail of gunfire. However, there are a few other things you may want to know...

8.1 YOUR GOAL

What you must do to win a match depends on which of the three Game Styles you selected (DEATH MATCH, CASH GRAB, or POINTS).

In DEATH MATCH, you must destroy all the other Monster Trucks in the level. In CASH GRAB, you must pick up a certain number of Cash Power-Ups in a certain amount of time. In POINTS, you must earn a certain number of points ($) in a certain amount of time. Regardless of Game Style, however, your goal for a particular level will be listed in the lower right-hand corner. In DEATH MATCH, it will show how many trucks you have left to destroy out of the number that began the match.

In CASH GRAB, it shows how many Cash Power-Ups you have collected out of the total you must reach (by the way, you can always grab more than required for a higher overall score) before time runs out. And in POINTS, it shows the total number of points you must earn before time runs out. The game timer is always located in the upper middle of your screen, just below the display of your current point total.

8.2 THE COOL MOVES

Naturally, you can drive your Monster Truck forwards or backwards, ramming into objects or crushing them beneath your tires. However, there are three other types of movements that your Monster Truck can perform:

- Wheelies – From a complete stop, push the down directional button and then accelerate (X button).

- Spins – Hold down the X button while you accelerate and then turn to either the right or left.
- Jumps – Prime your suspension by holding the up directional button and then discharge it by immediately pushing the down directional button. You can do jumps while moving or even while your truck is sitting still!

Not only could these moves help you out during a match, but they are also among the ways you earn points in the Stadium Freestyle Mini-Game. You can practice your moves in the Truck Viewer feature.

8.3 MONSTER JAM

Since Monster Jam: Maximum Destruction is all about demolition derby-style action, there is a special reward available for those who do it the right way. In the upper left-hand corner of the game screen is a bar labeled MONSTER JAM. This bar starts out blank, but as you smash and crush your opponents, it will begin to fill from left to right with a light-blue color. The faster and harder you hit your opponent, the faster your MONSTER JAM bar will fill up. Be careful, however, because every hit another Monster Truck scores on you will subtract from your MONSTER JAM.

So what happens once the bar is completely full? It means the announcer will declare that you have reached MONSTER JAM! You will be able to tell this because your truck will be surrounded by a pulsing bluish glow and a silver Monster Jam logo will appear in the upper middle of the screen.

What does it mean to reach MONSTER JAM mode? It means that for the next twenty (20) seconds, your Monster Truck is the most dangerous thing in the game. While in MONSTER JAM mode, you do twice as much damage to anything you smash or crush, and a little more damage with weapons as well. You are also basically invulnerable,

because your truck takes no damage during those 20 seconds (though you will still lose if you fall off the edge of a world). And lastly, you will get a point bonus for each time you make it into MONSTER JAM mode.

However, the number of times that you are allowed to reach MONSTER JAM per world is dependent upon the difficulty level selected: 4 times at Easy difficulty, 3 in Normal, 2 in Hard, and only once in Extreme.

8.4 THE HEALTH OF YOUR MONSTER TRUCK

The condition and overall "health" of your Monster Truck is shown by the DAMAGE bar located at the upper right-hand corner of your game screen. This bar shades from green to red and will blacken from left to right as your truck takes damage.

Every Monster Truck in the game basically has 100 points of Health distributed amongst seven different locations (Hood, Front, Rear, Right Front, Left Front, Right Back, Left Back). When another Monster Truck or a weapon hits one of these locations, it takes damage. Once the location has taken enough damage, it is destroyed.

Now there are two possible ways to get back some Health during a match. First, you could pick up one of the Wrench Power-Ups (see the Power-Ups section). This will increase the Health of your Monster Truck by approximately 25%, spread across any of the seven locations that have not been destroyed. So once your truck has taken a lot of damage (and thus lost some of these seven locations) you may not get as much Health back from a Wrench as you might think. The best time to get one of these Power-Ups is when your DAMAGE bar is still in the yellow portion.

Another way to get back a little Health is to smash any of the numerous objects found throughout the game worlds. Every object you destroy will give you back half a point of Health. Now while not every object can be smashed, most can be...so have fun finding out which is which!

8.5 THE HEALTH OF YOUR OPPONENTS

Just as you have a DAMAGE bar for your Monster Truck, so do your opponents. However, it only becomes visible when that truck takes damage.

The DAMAGE bars of other trucks in Monster Jam: Maximum Destruction also go from green to red just as yours does, but black out from right to left to help distinguish them from your own.

They are also displayed in a chevron that is color-coded for a particular enemy truck at the start of each match. So once you see, for example, that the Wolverine truck has the blue chevron for a particular match, you know whose DAMAGE bar you are looking at. This color-coding is also important for another reason...

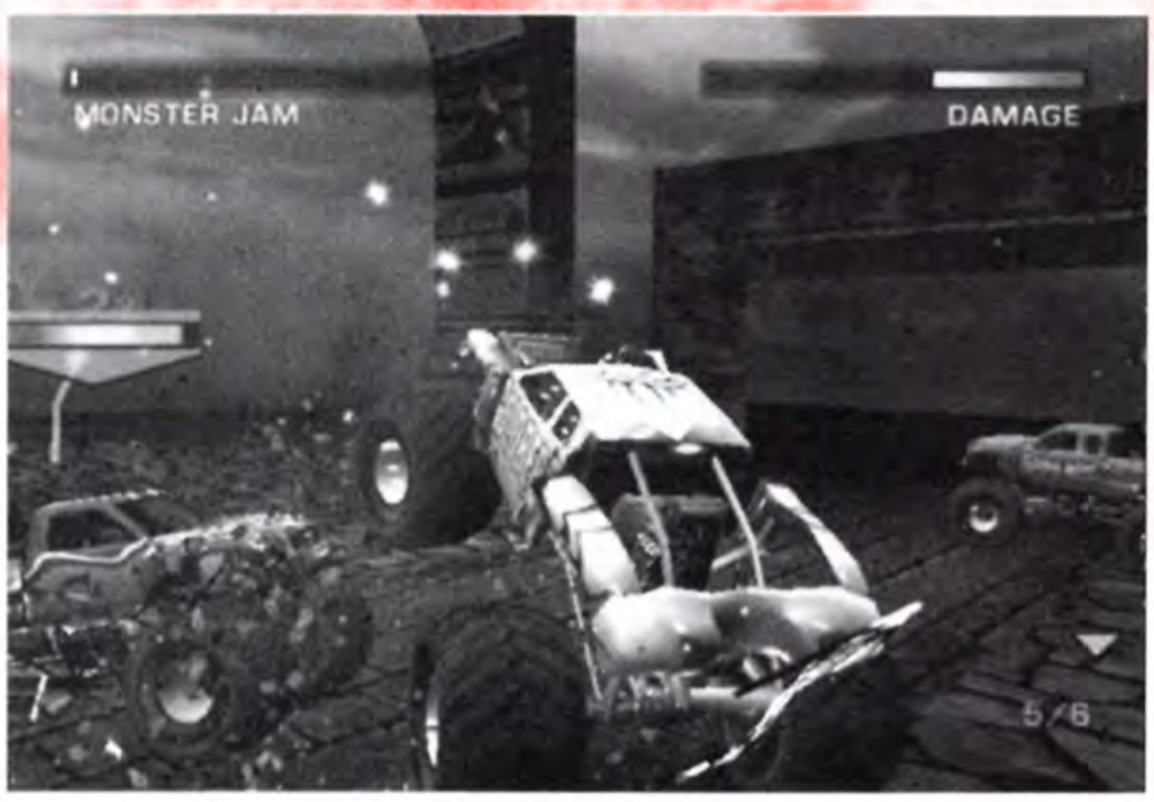
8.6 WHERE ARE THEY?

Because of the enclosed nature of most of the levels in Monster Jam: Maximum Destruction, we have not provided a "radar screen" or similar tracking device in order to provide you with the most uncluttered screen possible. However, we realized that it might be important to know that an enemy is around before you find out the hard way. To this end, we have included a directional system along the edge of your screen.

When an opposing Monster Truck is nearby, a triangle will appear along the edge of the screen, pointing in the direction the truck is from your own (right, left, or behind). The color of this triangle will match that of the chevron that surrounds its DAMAGE bar (see above).

If the opposing truck is falling behind and getting farther away from your Monster Truck, its triangle will get smaller and begin to fade to indicate this to you with a glance. That way, you can tell how many trucks, and which trucks, are closest to you—and thus the ones you should be worried about.

8.7 ENVIRONMENTAL HAZARDS



Other Monster Trucks are not the only dangers a player must keep track of in Monster Jam: Maximum Destruction. There are some objects and terrain features that can damage your truck as well:

- Fatal Falls – While there are many breathtaking jumps in some of the game worlds, there are also a few edges that lead to nowhere. Going over the edge of a world, such as in the Lava Island Mini-Game, will result in the instant death of your truck. So look before you leap!
- Explosions – Another hazard in the Military Base is the Firing Range. As long as the guns are firing, there will be explosions on the other side of the wall. While this is dangerous for your truck, it is equally dangerous for any truck that follows you in. But relax. If you want to silence the guns, you can always smash through them. But be careful because these and some other objects, like the silver propane tanks, will explode when you smash them causing damage to your truck.
- Dangerous Liquids – It is called "Lava Island" for a reason: The stuff flowing out of the volcano at the center of the map is liquid hot magma. So don't sit your Monster Truck in that stuff for too long unless you want a terminal meltdown. Another example of this would be going off the deck of the Aircraft Carrier in the Military Base world and landing in the water. Jumping off onto the dock in your Monster Truck is fine – going for a swim in it is not!

8.8 THE BOSS TRUCK

In Normal Difficulty level or higher, there is a special Monster Truck opponent added to the game. Recognizable by its spiked tires, this terrible engine of destruction is called The Boss Truck. And if you still aren't sure which one it is, the game will announce it when it smashes into you!

The Boss Truck looks like one of the other Monster Trucks, but with spiked tires. It lurks in one of the Sub-Areas of a world, waiting for you to come face it. And Boss Trucks should be feared because not only do they do twice (2x) as much damage to you, but you do half as much damage to them.

9.0 POWER-UPS

Placed throughout most of the worlds in Monster Jam: Maximum Destruction are a number of Power-Ups. These are objects that will help you get even more enjoyment out of the game. Power-Ups are easily recognizable, as they are surrounded with a brightly colored ring of flame. To get a Power-Up, just drive your Monster Truck over it and it is yours.

Trucks controlled by the game will also go after these Power-Ups. However, whenever a computer truck gets one, the Power-Up will eventually reappear. But if a player-controlled truck ever takes a Power-Up, it is gone for the rest of the match.

9.1 CASH

These Power-Ups are Monster Jam plaques surrounded by a circle of green flame. In CASH GRAB play, you must get a certain number of these before time runs out. (In multiplayer, you have to be the one to grab the most.) They are always worth $500 points.

9.2 WRENCH

These are silver-gray wrenches surrounded by a circle of blue flame. This will increase the Health of your Monster Truck by approximately 25%.

9.3 WEAPONS

While intense physical combat is the core of gameplay in Monster Jam: Maximum Destruction, we have also included a selection of weapons to make the experience even more varied and satisfying. All weapons are 3D models surrounded by a circle of flame that is color-coded to the weapon.

As soon as you pick up a weapon, the model appears on the cab of your Monster Truck. Furthermore, a small icon of that particular weapon and its DURATION bar will appear in the lower left-hand corner of your game screen. This bar indicates how much juice or ammunition remains in the weapon as you fire it, blacking out from right to left. As soon as this bar is completely blank, all the ammunition is used and the weapon will disappear.

Targeting of weapons is automatic, as the gun seeks out the closest target in front of your Monster Truck. A yellow crosshair will appear on the selected truck indicating that it is the target of your weapon. The targeting is not precise, however, so make sure you are properly lined up with your opponent before you pull the trigger.

NOTE – Your Monster Truck can only hold one weapon at a time. So if you have one Weapon and then pick up another, the first one will be replaced by the second.

Missile Launcher – This provides a truck with a three-shot missile launcher. Each missile does 50 points of damage to a Monster Truck. Its 3D model is surrounded by purple flame.

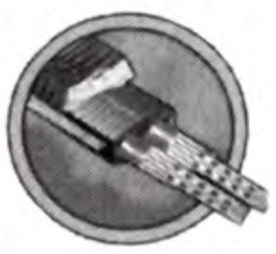
Ultra-Missile – This is similar to the Missile Launcher above, except that it fires only one huge missile that does 100 points of damage. It will instantly kill any truck that it hits. Its 3D model is surrounded by purple flame.

Flamer – This weapon shoots a stream of burning liquid that will catch trucks on fire. It has a total of 200 shots, each shot doing one (1) point of damage to a truck. Its 3D model is surrounded by yellow flame.

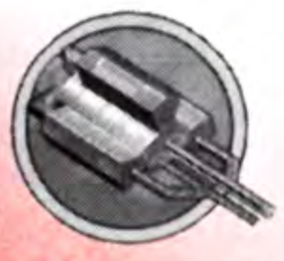
Machine Gun – This Power-Up mounts a rapid-fire machine gun onto the cab of the Monster Truck. It fires 100 tracer rounds; each round does two (2) points of damage to a truck. Its 3D model is surrounded by blue flame.

Pulse Gun – This weapon is similar to the Machine Gun above, except it shoots balls of energy. It has a total of 200 shots, each shot doing one (1) point of damage to a truck. Its 3D model is surrounded by green flame.

Lightning Gun – This weapon is similar to the Machine Gun above, but it fires hissing sparks of lightning. It has 200 shots, each shot doing one (1) point of damage to a Monster Truck. Its 3D model is surrounded by red flame.



Shotgun – This is a huge shotgun mounted on top of the cab. Instead of firing balls of energy like the Pulse Gun, however, it shoots a cloud of pellets. This weapon can be fired ten (10) times, doing 20 points of damage to a truck with each hit. Its 3D model is surrounded by green flame.



Rail Gun – This weapon shoots hypervelocity slugs of depleted uranium ore. While it only has five (5) shots, each hit causes a massive 40 points of damage to a Monster Truck. Its 3D model is surrounded by yellow flame.

9.4 BOOST

This Power-Up is a green lightening bolt circled by red flame and works very much the same way a Weapon does. But instead of giving you some sort of gun, it will give you increased speed. As you hold down the Fire button, your Monster Truck will go 35% faster. This means that you will hit harder and cause more damage, as well as getting where you want to go in a shorter amount of time. However, just like a weapon has a limited amount of ammunition, you only have so many uses of Boost before it runs out.

10.0 MINI-GAMES

To provide you with the widest range of Monster Truck action, we have included a selection of MINI-GAMES. If you want a change of pace, try one of these events that involves racing or even more challenging types of Monster Truck combat.

10.1 STADIUM FREESTYLE

In this game, a player must earn a certain amount of points by performing jumps, spins, wheelies, or crushing cars and other objects before time runs out. This takes place in a stadium similar to a real Monster Truck event. AVAILABLE IN SINGLE-PLAYER ONLY.

10.2 STADIUM RACE

This is a test of driving skill as you race for time through the Monster Truck Stadium level. There are terrain features that affect speed, traction, and other game physics.

10.3 LAVA ISLAND

All trucks begin on a volcanic island surrounded by a cliff edge into nothingness. The object is to be the last truck on the island, which is accomplished by crushing opponents or pushing them over the edge.

10.4 CANYON RACE

This is another test of driving skill as players race for time through a winding canyon and old mine to be the first across the finish line. This terrain will affect speed, traction, and other game physics.

10.5 STADIUM CHALLENGE

This MINI-GAME provides the ultimate in Death Match style Monster Truck combat. Just you and your opponents in the Monster Truck Stadium, with nowhere to run, nowhere to hide. Oh, and no weapons either. Are you up to the Challenge?

10.6 ARENA CHALLENGE

If the Challenge of the Stadium is too much (or not enough) try it in the colosseum of Rome. But again, you will be locked into the Main Arena with your opponents. This MINI-GAME is only for those looking for the most intense of Monster Truck combat.

11.0 SEASON MODE

In SEASON Mode, you may select a truck and compete with it in a Championship Series that consists of 3 seasons. A single SEASON is made up of eight matches, one match per game world. SEASON Mode also includes resource management, where you can use your winnings (the score you have accumulated) to repair and upgrade your truck between matches in a season. This resource management includes sponsorships, where fictional companies will give resources to you based upon your performance.

So if you win the first match, you then go to the Garage where you can spend what you've earned to repair or to upgrade your truck. Afterwards, you compete in the next game world against tougher opponents. This continues until you either complete an 8-match SEASON or until your truck is destroyed in competition.

Every time you complete a SEASON, you gain a SEASON Award bonus. The farther you progress, the better the award gets. After finishing a SEASON, you will be asked if you wish to continue. If so, you take all your sponsorships with you into the next SEASON. You can do this repeatedly until you have competed in a total of 3 seasons.

Now that you know what to expect, get behind the wheel and cause Maximum Destruction with your Monster Jam truck! Good luck in your race to the championship!

12.0 CREDITS

MONSTER JAM®: MAXIMUM DESTRUCTION™
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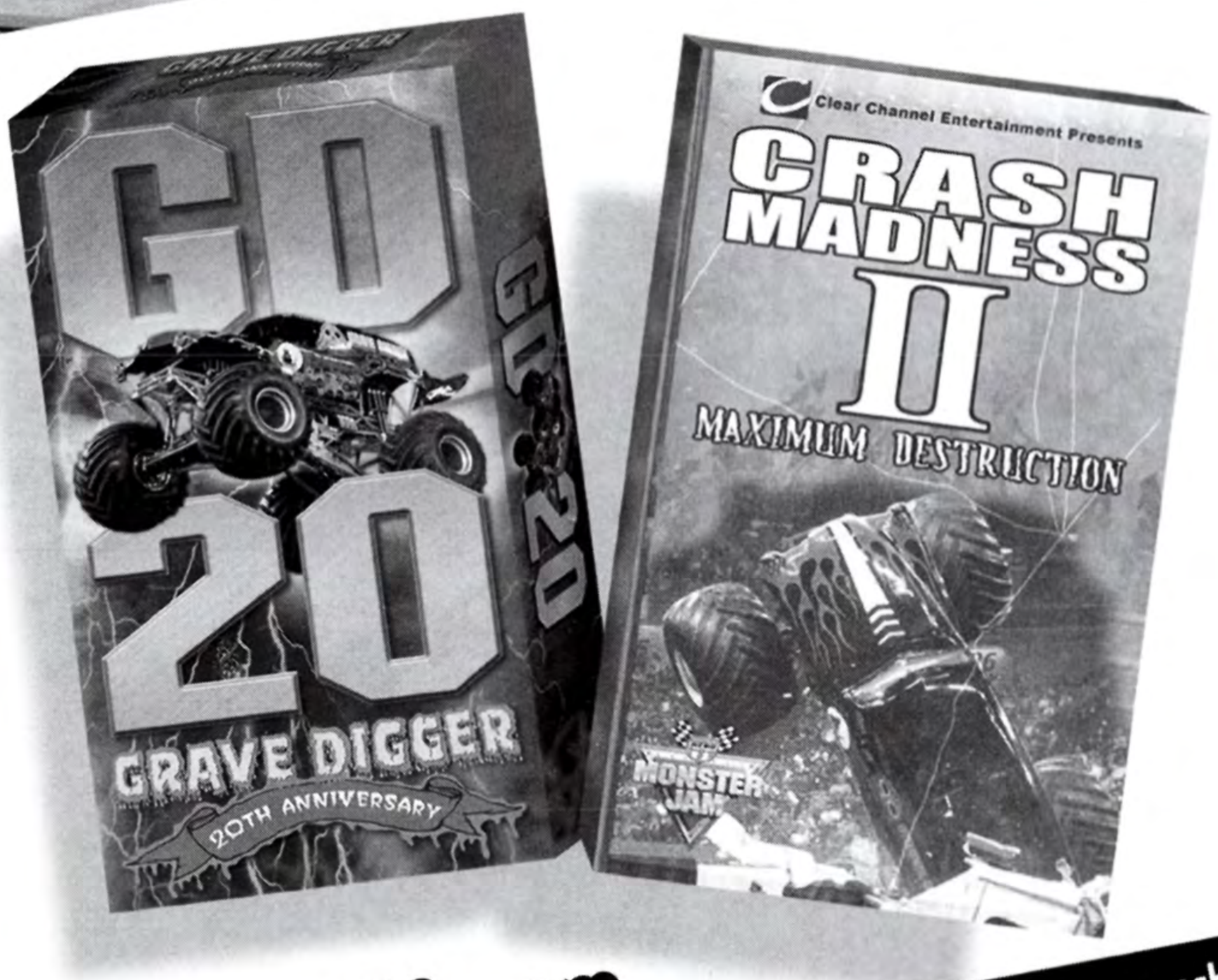

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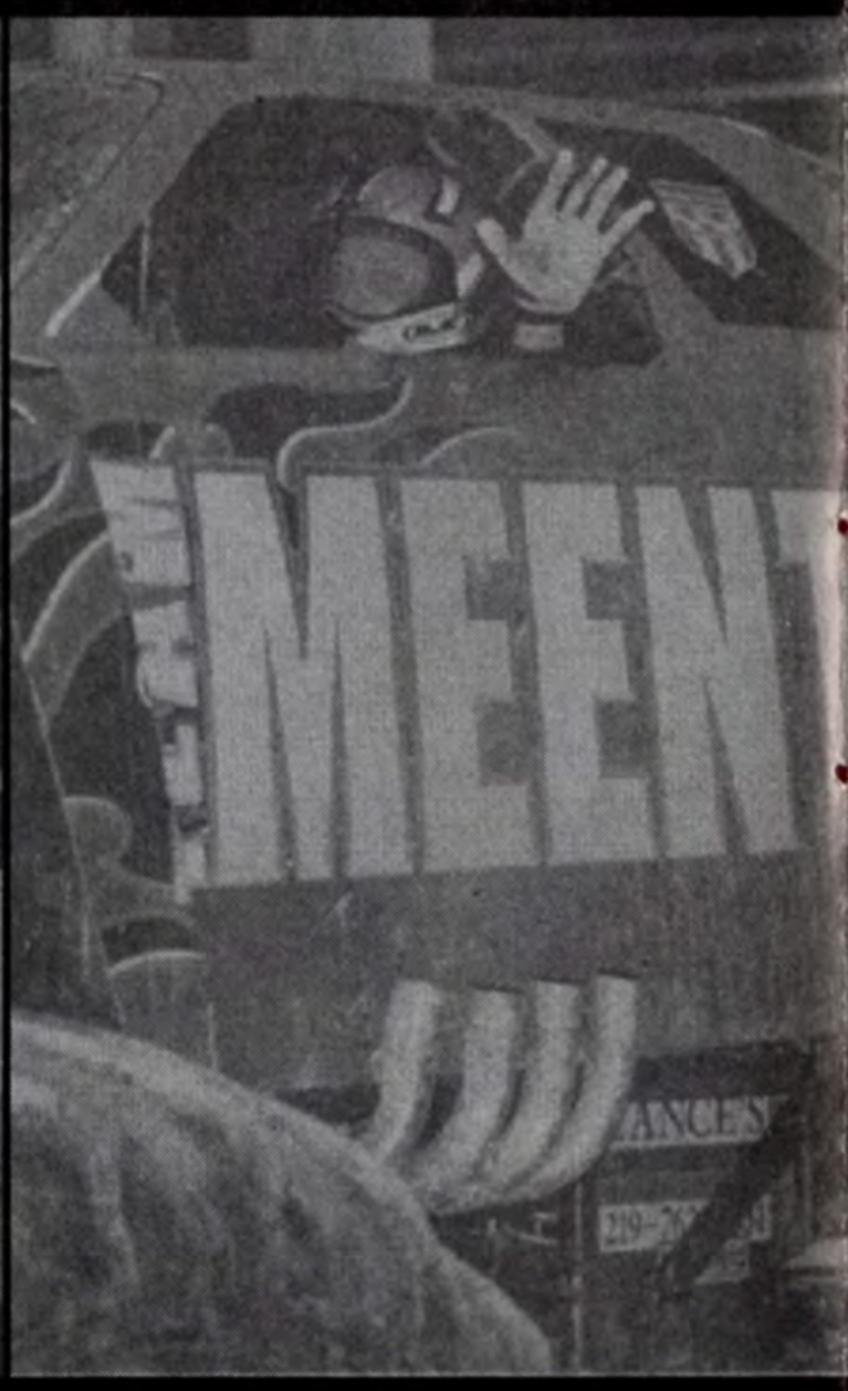

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